Amendments to and Listing of the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application. Please amend claims 1, 8, 10 and 14, wherein strikethrough and double brackets indicates a deletion and underlining indicates additions, as follows:

1. (Currently amended) An amusement device system comprising:

a first amusement device having a controller and a memory, the memory of the first amusement device including a plurality of games selectable for play by a user at the first amusement device;

a shared resource device operatively connected to the first amusement device;

a second amusement device having a controller and a memory, the second amusement device being in communication with the first amusement device and being configured to access and control the shared resource device through the first amusement device.

2. (Original) The amusement device system of claim 1, wherein the shared resource is at least one of a modem, a printer, a currency acceptor, a magnetic card reader, a video display, and an input device.

3. (Original) The amusement device system of claim 2, wherein the input device is one of a trackball, a mouse, a voice-recognition system, a touchscreen, a keypad and a keyboard.

4. (Original) The amusement device system of claim 1, further comprising an audio system operatively connected to one of the first and second amusement devices.

5. (Original)   The amusement device system of claim 1, wherein the second amusement device communicates to the first amusement device using a local area network or a wide area network.

6. (Original)   The amusement device system of claim 1, wherein the second amusement device communicates to the first amusement device using a wireless or a hardwired communication system.

7. (Original)   The amusement device system of claim 1, wherein the second amusement device communicates to the first amusement device using a point to point connection.

8. (Currently amended)   The amusement device system of claim 1, wherein the [[first]] controller of the first amusement device runs a terminal server application upon the request of the ~~second~~ controller of the second amusement device, the terminal server application being configured to accept commands to control the inputs/outputs of the controller of the first amusement device ~~controller~~, the ~~second~~ controller of the second amusement device controlling the shared resource device by commanding the inputs/outputs of the first amusement device using the terminal server application.

9. (Original)   The amusement device system of claim 1, further comprising:

a plurality of additional amusement devices each having a controller and a memory, each of the plurality of additional amusement devices being in communication with the first amusement device and being configured to access and control the shared resource device through the first amusement device.

10. (Currently amended) An amusement device system comprising:

6

a first amusement device having a controller and a memory, the memory of the first amusement device including a plurality of games selectable for play by a user at the first amusement device;

a first shared resource device operatively connected to the first amusement device;

a second amusement device having a controller and a memory, the second amusement device being in communication with the first amusement device and being configured to access and control the first shared resource device through the first amusement device; and

a second shared resource device operatively connected to the second amusement device, the first amusement device being in communication with the second amusement device and being configured to access and control the second shared resource device through the second amusement device.

11. (Original)   The amusement device system of claim 10, further comprising:

a third amusement device having a controller and a memory, the third amusement device being in communication with the first and second amusement devices and being configured to access and control the first and second shared resource devices through the first and second amusement devices, respectively, individually or simultaneously.

12. (Original)   The amusement device system of claim 10, wherein the second amusement device accesses and controls the first shared resource device through the first amusement device while the first amusement device simultaneously accesses and controls the second shared resource device through the second amusement device.

13. (Original)   The amusement device system of claim 10, further comprising:

a plurality of additional amusement devices each having a controller and a memory, each of the plurality of additional amusement devices being in communication with the first and second amusement devices and being configured to access and control the first and second shared resource devices through the first and second amusement devices, respectively, individually or simultaneously.

14. (Currently amended) A method of controlling a shared resource in a networked system of amusement devices, the networked system including at least a first amusement device having a controller and a memory, a shared resource device operatively connected to the first amusement device and a second amusement device having a controller and a memory, the second amusement device being in communication with the first amusement device and being configured to access and control the shared resource device through the first amusement device, the method comprising the steps of:

using the second controller of the second amusement device to make a request that the [[first]] controller of the first amusement device run a terminal server application, the terminal server application being configured to accept commands to control the inputs/outputs of the first amusement device controller, the memory of the first amusement device including a plurality of games selectable for play by a user at the first amusement device, and

controlling the shared resource device using the second controller of the second amusement device by commanding the inputs/outputs of the first amusement device using the terminal server application.